

What is claimed is:

1. A gaming machine comprising:

data reading means for reading character data from at least one
5 inserted trading card; and

payout means for paying out at least one reward trading card,

wherein the at least one reward trading card stores updated character
data on a basis of both a status of a game and the character data read by the
data reading means.

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2. The gaming machine according to Claim 1, wherein the payout means
pays out the at least one inserted trading card as the at least one reward
trading card.

15 3. The gaming machine according to Claim 1, wherein the payout means
includes writing means for writing the updated character data in the at least
one reward trading card.

4. The gaming machine according to Claim 1, further comprising:
20 selecting means for selecting the at least one reward trading card among a
plurality of trading cards stocked in the gaming machine.

5. The gaming machine according to Claim 1, wherein the character data
includes capability and attribute values.

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6. The gaming machine according to Claim 1, wherein the payout means
includes printing means for printing an image on a surface of the at least one

reward trading card.

7. A gaming machine comprising:

5 a card reader which reads character data from at least one inserted trading card;

a card writer which writes updated character data on at least one reward trading card; and

a controller which executes a predetermined computer program, the controller being connected to the card reader and the card writer,

10 wherein the controller causes the card reader to read the character data from the at least one inserted trading card, causes a game to advance on a basis of the character data read by the card reader, and causes the card writer to write the updated character data on a basis of both a status of the game and the character data read by the card reader.

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8. A method for controlling a gaming machine including a card reader and a card writer, comprising:

reading character data from at least one inserted trading card;

advancing a game based on the character data; and

20 writing updated character data to at least one reward trading card, the updated character data being on a basis of both a status of the game and the read character data.

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